# Tom Clancy's

# RAINBOW SIX 3

## COMING FALL 2003

**Experience Intense Action as You Protect the Innocent and Ensure Freedom!**

**Shout Out Commands to Your Team Using the Xbox *Live*™ Communicator**

**Dynamic Lighting and Effects Like Those Seen in Tom Clancy's Splinter Cell™**

Ubi Soft
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**XBOX**

LIVE  ONLINE ENABLED

# Tom Clancy's

# GHOST RECON

## ISLAND THUNDER

Red Storm Entertainment
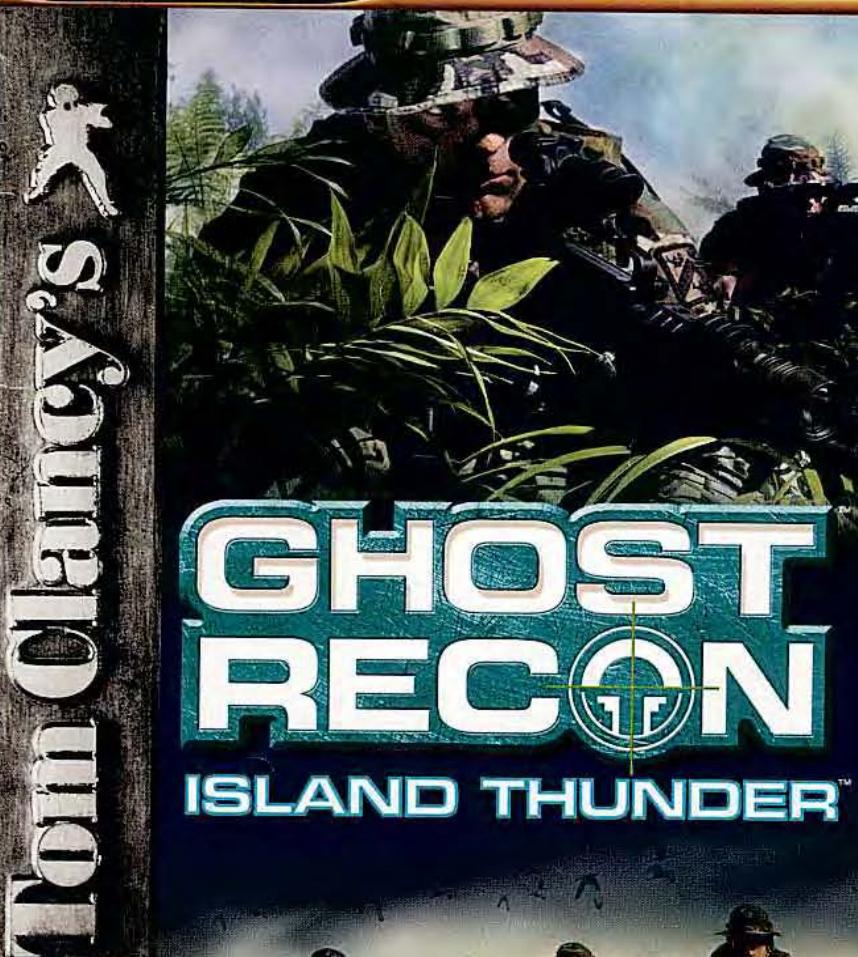
Ubi Soft
W W W . u b i . c o m

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

## TABLE OF CONTENTS

## CONNECT TO XBOX *LIVE*™

***Important!*** Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

### Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see **www.xbox.com/live**.

**A. Direct Connection**



Cable or DSL modem

Ethernet cable (RJ-45)

**B. Shared Connection**



Cable or DSL modem

PC

Cable/DSL router
WAN/Uplink
LAN Ports

Ethernet cable (RJ-45)
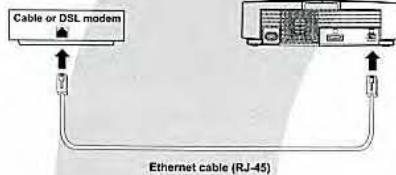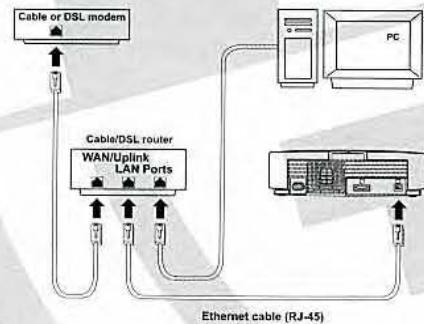
### Step 2: Go Live

***Important!*** Xbox *Live* is a subscription service. You will need a subscription code to set up an Xbox *Live* account and play online.

To find out how to get a subscription code, visit your local retailer or see **www.xbox.com/live**.

You'll need to set up an Xbox *Live* account to play games online. Here's how:

1. Insert an Xbox *Live* Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox *Live* play.

2. From within the game, select the option for Xbox *Live*.

At this point, the Xbox console will try to go online. If it works, create your Xbox *Live* account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

### Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

### Need more help?

Should you have any problems connecting to the Xbox *Live* service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and will also void your warranty. For additional assistance see **www.xbox.com/live** or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing): United States and Canada: 1-866-740-9269 or 1-425-635-7102

# QUICK STARTS

## To Start a New Campaign

Select CAMPAIGN from the Main Menu.

Select NEW CAMPAIGN from the Campaign menu.

Select NAME ENTRY and enter the campaign name using the virtual keyboard.

Select DIFFICULTY and set the desired difficulty level.

Select PROCEED and you will be taken to the Briefing screen for the first mission in the campaign.

## To Start a New Quick Mission

Select QUICK MISSION from the Main Menu.

Select NEW QUICK MISSION from the Quick Mission menu.

Select MAP and pick the map that you wish to play a mission on.

Select DIFFICULTY and set the desired difficulty level.

Select GAME TYPE and choose the type of mission you would like to play.

Select PROCEED and you will either be taken to the Briefing screen for the mission, or the Platoon Setup screen, depending on the type of mission you are playing.

## To Start a Split-Screen Game

Select MULTIPLAYER from the Main Menu.

Select SPLIT-SCREEN PLAY from the Multiplayer menu.

Player 1 should press up on their left thumbstick, and then press left and right on their left thumbstick to select the Dossier for their Xbox Controller.

Player 2 should press down on their left thumbstick, and then press left and right on their left thumbstick to select the Dossier for their Xbox Controller.

Both players should press the A button to lock in their selections and advance to Session Setup.

Player 1 can set the options for the game session.

Player 1 should select PROCEED, and both players will be taken to the Platoon Setup screen.

## To Start or Join a Link Play Game

Make sure your Xbox is properly configured for a Link Play game.

Select MULTIPLAYER from the Main Menu.

Select LINK PLAY from the Multiplayer menu.

On the lobby, if you wish to join a game, select a session with your left thumbstick, and press the A button to join it.

On the lobby, if you wish to create a game, select a session with CREATE GAME on it using your left thumbstick, and press the A button to create a session.

## To Start or Join an Xbox Live Game

Make sure your Xbox is properly configured for an Xbox *Live* game.

Select MULTIPLAYER from the Main Menu.

Select PLAY *LIVE* from the Multiplayer menu.

If you are not already logged in to the service, you will be prompted to log in.

If you are logged in, you can choose to join an existing session by selecting either QUICK MATCH or OPTIMATCH.

If you wish to start a new session, select CREATE A MATCH.

# DEFAULT CONTROLLER SCHEME

Command Map — Fire/Use Item
Cycle Soldier
Move/Strafe — Night Vision
Press: Action — Cycle Kit
Scoreboard — Reload
Pause/Menu —
Rate of Fire
Click to Talk

Stance/Peek    Look
Press: Zoom

# THE STORY

The year is 2010, and great changes are afoot in Cuba. Fidel Castro's heirs have been unable to keep the fire of his revolution burning, and a popular uprising has toppled the Communist regime. In its wake, a fragile hope for democracy emerges. The interim President promises free elections, and requests international assistance to safeguard those elections. For there are those in Cuba who do not want to see a democratic regime, and they will do anything it takes – subversion, violence, or open revolution – to make certain that Cuba's future is the one they create for it.

From the midst of the chaos, the call goes out for the Ghosts. Their mission: to ensure the integrity of the Cuban elections by thwarting any attempts made to subvert them. And as a violent revolution funded with drug money brews in the western provinces, it becomes clear that this might be the Ghosts' most dangerous mission yet.

# MAIN MENU



Once you have powered up your Xbox video game system and inserted the Tom Clancy's Ghost Recon™: Island Thunder™ disc, the Main Menu will appear on-screen. It will present you with the choices detailed below. If this is the first time you have

started Island Thunder, you will first be taken to the Dossier screen to create a Dossier. Details on creating a Dossier can be found below. Also, you will be asked if you wish to sign on to the Xbox Live service. If you do not have an account yet, you will be able to create one.

You can press the right trigger from any menu screen to call up a help window. This will give you information about the screen you are currently looking at.

## Training

Choose this option to play through the seven training missions in Island Thunder. These missions will familiarize you with the con-

trols for Island Thunder, and teach you how to control your teammates in the game.

## Campaign

Choose this option either to begin a new campaign or to load a previous campaign so that you can resume it where you left off.

## Quick Mission

Choose this option to play through the maps of Island Thunder in several different play styles, including Mission, Firefight, Recon, and Defend.

## Multiplayer

Choose this option to take on your friends in head-to-head play, or to play cooperatively through the maps in Mission, Firefight, Recon, or Defend modes. More information on these modes of play can be found in the Quick Mission section of the manual. In addition, the Multiplayer option will allow you to view Live Statistics Leaderboards for Island Thunder.

## Options

Through Options, you can change the settings of the game. This allows you to customize your play experience by adjusting sound, video, and gameplay settings. In addition, you can view trailers for upcoming Ubi Soft games. If your system is configured for Xbox Live, you can also download new content. Full information on Options can be found below in the Options section.

## Dossier

Choose this option to change to a different Dossier, or create a new one. You can also view the Unlocking Task List through the Dossier screen.

# DOSSIERS

A Dossier is a player profile. It contains information about what tasks you have completed and what rewards you have unlocked as a result. In addition, in Link Play mode, the Dossier name serves as your player name. You must have a Dossier created and selected in order to play Ghost Recon: Island Thunder.

The first time you start Ghost Recon: Island Thunder, you will be

asked to create a Dossier. The game will automatically take you to the Dossier screen. Simply select the NEW DOSSIER option, and use the virtual keyboard to create your Dossier name.

Every Dossier has a rank assigned to it based upon the number of tasks in the task list you have completed while using that Dossier. The ranks range from Private to General.

By selecting DOSSIER from the Main Menu, you can get to the Dossier screen. This screen will allow you to select a different Dossier than the one you're currently playing, create a new Dossier, or just view the Unlocking Task List for your current Dossier. Different players will probably want to create individual Dossiers for themselves.

### Select Dossier

Choosing SELECT DOSSIER allows you to create a new Dossier by choosing NEW DOSSIER and typing in the Dossier name on the virtual keyboard. You can also select an existing Dossier from any save location on your Xbox video game system. They will appear in a list.

### View Dossier

There are 18 tasks you can complete in Ghost Recon: Island Thunder to unlock new content in the game. Choosing VIEW DOSSIER shows you the status of those tasks. By completing various tasks, you can unlock specialist characters or cheat codes to enhance your game.

## OPTIONS

The Options in Ghost Recon: Island Thunder control various aspects of how the game plays and looks. All the options are broken down into sets, and selecting a button from the Options screen will allow you to adjust the options in that set. Below is a description of each option, organized according to the set that it appears in.

### Video and Game

- **Brightness:** This setting can affect how bright or dark the game appears. Pressing the A button with this setting selected will increase the brightness of the game.

- **Full HUD:** Pressing the A button on this option will cycle it on or off. When it is on, all elements of the Action Interface will be present at all times while you are playing a mission. When it is off, some elements will fade out, appearing only when you change soldiers or equipment, or when you exit the Command Interface.

- **Auto-Aim:** Pressing the A button will cycle this option on or off. By default, Recruit and Veteran games have Auto-Aim turned on. This option will override that setting.

- **Combat Points:** Pressing the A button will cycle this option between Manual and Auto. If you set it to Auto, combat points will automatically be assigned to soldiers on quick missions, and in the campaign. If you set it to Manual, you will need to assign combat points to soldier skills before missions.

### Sound

Most of the sound options below control the volume of different types of sounds in the game. Pressing the A button on a sound will increase its volume.

- **Music:** This setting controls the volume for the background music in the game.

- **Environmental:** This setting controls the sound level of ambient sounds, such as wind and birds chirping.

- **Combat:** This setting controls the volume of all combat-related sounds, such as gunshots and explosions.

- **Voice:** This setting controls the volume of radio chatter, both from AI teammates, and from other players.

- **Sound Device:** This setting can be toggled from Speakers to Headphones by pressing the A button. It is recommended you leave it on Speakers unless you actually have headphones hooked up to your television.

- **Voice - Speakers:** This option will only be available if you do not have a peripheral that can be used for voice chat. This will allow any voice chat in multiplayer games to come through the speakers of your television.

### Controls

- **Invert Look:** This setting can be toggled on or off by pressing the A button. When it is on, pressing up on the look thumbstick will cause you to look down. When it is off, pressing up on the look thumbstick lets you look up.

- **Vibration Function:** This setting can be toggled on or off by pressing the A button. When it is on, you will feel the Xbox Controller vibrate from various effects, such as nearby explosions.

- **Control Scheme:** This setting shows you the controls for the action portion of the game. Pressing the A button with it selected will cycle through the four available control schemes.

### Game Trailers

Selecting GAME TRAILERS will allow you to see short trailers of upcoming Ubi Soft games.

### Download Content

Selecting DOWNLOAD CONTENT will allow you to download new content, such as maps and missions, when it becomes available, providing your system is properly configured for Xbox *Live* play.

## TRAINING

Training prepares you for the challenges of the Ghost Recon: Island Thunder battlefield. The training sequence is broken down into seven separate missions. Each one starts you at a specific location in the training facility, and each area in the facility is devoted to a specific topic such as small arms, grenades, or giving your teammates orders. You can jump at any time to any area of training, and you can redo each training scenario as many times as you like until you feel comfortable.

### Obstacle Course

The Obstacle Course teaches you how to move around in Ghost Recon: Island Thunder, including crouching, running, and going prone.

### Small Arms

On the Small Arms range, you will learn how to fire most of the weapons in Ghost Recon: Island Thunder. This training concentrates on rifles, pistols, and sniper rifles.

### Grenades

The Grenade range teaches you how to use hand grenades and grenade launchers in the game.

### Rockets

The Rocket range teaches you how to use anti-tank rockets in Ghost Recon: Island Thunder. This training is important if you have to eliminate armored vehicles to achieve your mission objectives.

### Machine Guns

In various places in Ghost Recon: Island Thunder, you will come across fixed machine gun emplacements. The Machine Gun range will show you how to use these weapons.

### Demolitions

At times, you will be called upon to plant demolitions charges, or want to use claymores to accomplish your mission. The Demolitions range teaches you the basics of using explosives.

### Command

Coordinating the efforts of your teammates is an essential skill in Ghost Recon: Island Thunder. The Command range teaches you how to give your teammates orders by means of the Command Interface.

## CAMPAIGNS

Campaign mode in Ghost Recon: Island Thunder lets you play the missions in order from start to finish. As you advance in Campaign mode, you build up the stats of your soldiers by assigning them combat points. Combat points are rewards given to soldiers for accomplishing missions. Furthermore, as you accomplish special tasks through the course of the campaign, you can unlock the hero (also known as "specialist") characters, who increase the capabilities of your platoon through the use of new weapons and heightened skills.

### Starting a New Campaign

To start a new campaign, first select CAMPAIGN from the Main Menu. Next, select NEW CAMPAIGN. You will be taken to the New Campaign screen, which will allow you to set up your cam-

paign. First, select DIFFICULTY to determine how much opposition you'll face in the campaign. Then, select NAME ENTRY. Doing so will present you with the virtual keyboard, which you can use to enter your campaign's name. Once you type in a campaign name, select ACCEPT to save it. You will then be taken into the briefing for the first mission of the campaign.

Be aware that if you have hero characters unlocked in your Dossier, they will not become available in a particular campaign until you unlock them within that campaign. However, unlocking a specialist in one campaign in your Dossier does not make him automatically and instantly available in another.

### Loading an Existing Campaign

To load a previously saved campaign, select CAMPAIGN from the Main Menu. You will be presented with a list of saved campaigns. Simply scroll down to the campaign you wish to play, and select it. This will launch that campaign.

### Saving a Campaign

Campaigns can be saved either at the end of a mission or during the action of a mission. At the end of every mission, you will be prompted to save the campaign.

To save a campaign during the action of a mission, press the START button. This brings up a menu. Select the SAVE/LOAD option from this menu. You do not have to save over your current campaign, but overwriting that campaign will be the default choice. If you wish to save to a different location, or under a different name, simply select that location and change the campaign name using the virtual keyboard. When you save during a mission, you will have the option to restart the mission from the beginning when you load that save. Alternately, you can pick up the action right at the point where you saved.

## QUICK MISSIONS

Most maps in the game can be played in several different modes through the QUICK MISSION selection on the Main Menu. Each type of quick mission is described below. Take note that when you set up your platoon in a quick mission, all your soldiers will have some combat points to spend to beef up their skills. The amount

varies depending on the map you select. You can use soldiers without spending their combat points, but doing so makes the quick missions that much more difficult.

To set up a quick mission, you will need to select the map you wish to play on, the quick mission type, and the difficulty.

### Mission

The Mission quick mission type allows you to play through the map in the mission that you would find in the campaign. This mission type is also the only quick mission type that will give you a briefing for the mission.

### Firefight

In a Firefight mission, your squad is pitted up against enemy forces spread out through the map. Your goal is to eliminate all enemy soldiers. You can take a full squad with you, but for an added challenge, try taking on the enemies by yourself. The number of enemies you will face depends on your difficulty setting.

### Recon

Recon mode is similar to Firefight, with enemies scattered across the map. The difference is that your goal is to get all your team members to an extraction zone on the other side of the map without losing any of them.

### Defend

On a Defend mission, you will need to defend the area you start at (also known as your "base") against incoming waves of enemies. If any of the enemy soldiers gets into your base, you will lose the mission.

## BRIEFING

The Briefing screen is broken up in two main sections. To the left is the briefing text itself. This is a transcript of the audio briefing you will hear. To follow along in the text, simply highlight the text box and press the A button. Then you can scroll through the text

using the left thumbstick. Pressing the A button will take you back out of the briefing text and allow you to select PROCEED to continue on past the briefing.

On the right side is mission information. This includes a map of the area, showing the location of every objective on the mission. The map will cycle through each objective, showing pictures of each one. The text for each objective can be found below the map. In addition, you can see the date, time, weather, and location for each mission, giving you some idea of what you'll be facing.

# PLATOON SETUP

After you review the Briefing screen, you will need to set up your platoon properly to complete the mission successfully. Pay close attention to the briefing, as some missions will require you to take along M136 anti-tank rockets or demolitions charges with your demolitions specialists. If a mission requires either one, you will not be allowed to start gameplay until you have assigned at least one demolitions expert with the appropriate equipment.

Every mission has a recommended platoon setup that you can take along if you don't wish to customize your platoon. Simply select the AUTO-ASSIGN button at the top of the platoon list, and your platoon will be filled out automatically. As soon as one soldier is assigned to your platoon, the AUTO-ASSIGN button will change to UNASSIGN ALL. Selecting UNASSIGN ALL removes all soldiers from the platoon, allowing you to start from scratch.

### Selecting Soldiers

If you don't want to auto-assign your platoon, you can select and equip your soldiers individually. By selecting a slot in your platoon roster, you can pick the individual soldier to fill that slot. When you select the slot, you will be taken to a column of icons, each of which represents a soldier. Each soldier will have one of four icons. These icons indicate his class, which dictates what weapon kits he can use. If you move the left thumbstick to the right, you will be presented with all the specialists that you have unlocked. Specialists that are still locked will show up as a locked icon. Pressing the left thumbstick to the left will bring you back to the regular soldiers.
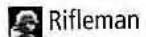
🔲 Rifleman    📋 Support    🔲 Demolitions    🔲 Sniper

As you cycle through the soldier icons, the right-hand side of the screen will update to show you information about each soldier. When the soldier you wish to add to your platoon is current, press the A button to select him. You will then be able to assign any combat points that soldier may have, and set up what equipment you wish him to take into the mission.

To unselect a soldier, select his spot in the platoon and press the Y button. You can also simply select a new soldier in that slot, which will automatically unassign the current one.

### Soldier Skills and Combat Points

Every time a soldier lives through a mission, he earns one combat point that you can use to raise one of his skills. Each skill has a separate effect on gameplay. The Weapons skill determines how fast the reticle pips converge, making for better accuracy and allowing soldiers to recover from recoil faster. The Stealth skill determines how difficult it is for enemy soldiers to detect that soldier. The higher a soldier's Stealth rating, the closer he can get to enemy soldiers before being detected. The Endurance skill reflects how many wounds a soldier can take before becoming incapacitated. Remember, however, that one shot in the right place can incapacitate a soldier regardless of how high his Endurance rating is. Finally, the Leadership skill affects all of the soldiers on a platoon. For every three points of Leadership that a soldier has, the skills of all of the other soldiers on the platoon are increased by 1. Only the soldier with the highest Leadership rating in the platoon has an effect on his teammates.

To raise a skill with a combat point, select the appropriate skill and press the A button. You will see the total number of combat points change. If you made a mistake, simply press the Y button on that skill to erase the allocation of the combat point, which returns it to the pool of points currently available. Once a soldier goes on a mission, his combat points are locked and cannot be reassigned.

### Selecting Kits

To select which kit you wish a soldier to use in a mission, select the Kit box and press the A button. Every time you press the A button, the current kit will cycle, bringing up a new one. If you go past the kit you want, pressing the Y button will cycle in the

opposite direction. Specialists will have up to twelve kits to choose from.

Once you have assigned combat points and kits, and are satisfied with your platoon assignments, select GO! to launch the mission.

## ACTION INTERFACE

### Movement and Looking

To move around in the environment, simply use your movement control (defaults to left thumbstick). This will let you go forward, backward, or sideways.

You do not need to look in the direction you are currently traveling. To move your reticle (see below for what your reticle does), use your reticle control (defaults to right thumbstick). This lets you aim. The further you push the reticle control to one side, the faster your view moves.

### Action Interface Elements
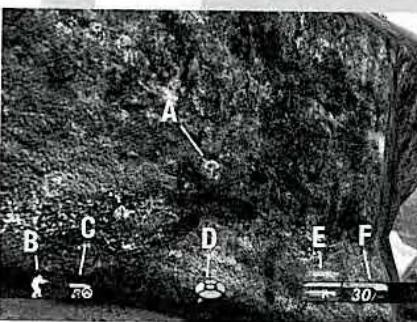
A – Reticle: The reticle will change according to what weapon you have selected. The pips in the reticle will expand and contract depending on what actions you take. Movement, changing stance, and firing will all cause your reticle to bloom out. When you fire, the pips on the reticle define the target area for your bullet. The smaller the reticle, the more accurate your shot will be.

In combat, you will see red indicators flash around the reticle. These indicate the directions of gunfire. If it is on the top of the reticle, guns are being fired in front of you. If it is beneath the reticle, guns are being fired behind you. If it is on either side of the reticle, guns are being fired in that direction.

To zoom in with your weapon, click your right thumbstick. To zoom back out again, click it again.

B – Health/Stance Indicator: This indicator changes color according to the health of your currently selected soldier. Green means he is healthy, yellow means he is wounded, and red means he is dead. In addition, a silhouette quickly lets you know whether the soldier is standing, crouched, or prone.

C – Team/Class Indicator: This indicator tells you what class of soldier you are currently controlling. The class icon matches the icons in the Platoon Setup screens. In addition, it tells you if your soldier is on A or B Team.

⬙ A Team          ⬗ B Team
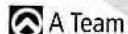
Finally, in multiplayer team games, the color of this indicator tells you what platoon you are on.

D – Threat Indicator: This indicator tells you the direction of enemies. It can also tell you which way is north, and the direction to your next waypoint. Around the outside of the threat indicator is a blue arrow that will always point north. As you spin in place, the arrow will move around the indicator. Also around the outside is a white waypoint indicator. This will function like the north-seeking arrow, except it will point in a straight line to your next waypoint.

Waypoint Indicator
North Seeking Arrow
Outer Circle
Inner Circle
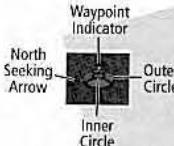
The outer circle of the threat indicator will change color to indicate there are enemies in that direction. The center will turn red if an enemy is within forty meters of your location.

E – Kit Indicator: This indicator shows you what your currently active weapon is. In addition, it will show what other kit item you are carrying. The lower item is the currently active weapon.

F – Rate of Fire Indicator: This indicator will show what rate of fire your weapon is currently set to. Your options are Single Shot, Burst Mode, and Full Auto.

▬▬▬ Single Shot     ▬▬▬ Burst Mode     ▬▬▬ Full Auto
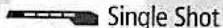
G – Ammo Count Indicator: The first number in this indicator shows how many rounds you have left in the current clip. The second number shows the total number of clips you are carrying. Some items do not come in clips, and as a result will only show the first number. On recruit setting, some weapons have an infinite amount of ammo. If this is the case, the clip count will simply be a '-'.

# COMMAND INTERFACE

You can call up the Command Interface anytime in the game by pressing the left trigger. Its default mode is Command Map mode. If you move the left thumbstick, it activates a radial menu, and puts the Command Interface into Team Orders mode. Releasing the left thumbstick will return the Command Interface to Command Map mode. Pressing the left trigger again will close the Command Interface, and return you to the Action Interface. Unless you are playing a multiplayer game, the game will pause when the Command Interface is active. In multiplayer games, except split-screen, the action continues while the Command Interface is active.

## Command Map

When in Command Map mode, you can order teams around. Moving the D-pad moves the cursor around the map. If you hold down the D-pad, the cursor will continue to scroll across the map until it reaches the edge of the map. You can use this method to mark a waypoint that your soldiers will move to. If the cursor is white, you can place a waypoint. When the cursor turns red, you are over an area in which you cannot place a waypoint.

Waypoints are points on the map you wish a team to reach. You can string several waypoints together to set a path for a team. They are placed by pressing the A button. When a waypoint is set, you will see a path appear from the currently selected team to the waypoint. You can tell which team is active by looking at the top of the Command Map. The active team can be changed in Team Orders mode. If you do not like the location of a waypoint, pressing the B button will delete the last placed waypoint.

If you want to get more precise in where you are placing waypoints, simply click the right thumbstick, like you are zooming in with a weapon. This will zoom in the map. To zoom back out, click the right thumbstick again.

You can tell a soldier to face a particular direction when he gets to a waypoint by holding down the A button when placing a waypoint. A fire arc will appear. Use the D-pad to change the facing of the fire arc. When you release the A button, the fire arc will be set. When a team arrives at that waypoint, they will face in that direction.

Around the side of the Command Map is information about your platoon. A Team members have their information down the left side of the map, while information about B Team can be found on the right side. At the top is an icon depicting the current Movement ROE (Rules Of Engagement) for the team. Below that you will see the health/stance indicator for each team member on that team. This indicator mimics the same indicator in the Action Interface. Finally, at the bottom is an icon indicating the current Combat ROE for that fireteam. Information about Combat and Movement ROE can be found in the Team Orders section below.

## Team Orders
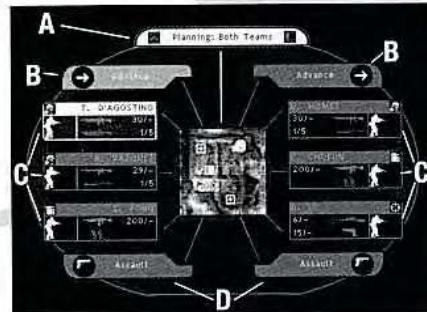


When in Command Map mode, you can enter Team Orders mode by moving the left thumbstick in any direction. Team Orders mode is a radial menu that will allow you to change the current active team, set ROE for each fireteam, and quickly switch to a particular team member. You will also see more information about each soldier.

**A – Active Team Indicator:** If this button is highlighted, you can change which team is active by pressing the A button. You can cycle through A Team, B Team, and Both Teams.

**B – Team Movement ROE Indicator:** By highlighting this button, you can change a team's Movement ROE. Simply press the A button to cycle through available Movement ROE.

**C – Soldier Indicator:** The soldier indicator will tell you the name, class, health, stance, and kit of each soldier. To switch to a particular soldier, highlight that soldier and press the A button. The soldier you are currently playing will be highlighted to help you identify him.

**D – Team Combat ROE Indicator:** By highlighting this button, you can change a team's Combat ROE. Simply press the A button to cycle through available combat ROE.

### Movement ROE

A team's Movement ROE determines how their movement is affected by combat.

- **Hold:** A team on Hold will not move until taken off Hold. They can still be given orders, but will not move to accomplish those orders unless you take them off Hold.
- **Advance:** A team on Advance will move normally until they take fire. Once they are in combat, they will revert to Hold. To get them to move again, you will need to take them off of the Hold ROE.
- **At All Costs:** A team set to this Movement ROE will continue to advance along its path, whatever the costs. They will not stop moving to engage enemies, but will engage them while moving.

### Combat ROE

A team's Combat ROE determines how often and carefully they fire.

- **Recon:** A team on Recon will not open fire on all enemies that they see. They will return fire if fired upon, or engage enemies directly in their path. When possible, soldiers on Recon will use silenced weapons.
- **Assault:** A team on Assault will carefully pick their shots. They will only fire if they can see an enemy, and will stop firing as soon as they no longer see a threat.
- **Suppress:** A team on Suppress will fire at any place they suspect an enemy to be. They will continue to fire at an area for a few seconds even after an enemy disappears.

## SCOREBOARD

When you are in the action phase of the game, pressing and holding the BACK button will call up a scoreboard that will provide you with a quick reference of how you are doing in the game. This will pause the game in single player. In multiplayer games, except for split-screen, it will show you your score, and the score of everyone else, but not pause the game. Releasing the BACK button will close the scoreboard.

## SPLIT-SCREEN PLAY

Split-screen play allows two players to play either cooperatively, or against each other on the same Xbox video game system. Player One always controls the top of the screen, and Player Two always controls the bottom of the screen. When SPLIT-SCREEN PLAY is first selected from the Main Menu, both players are taken to the Xbox Controller selection screen. Pressing up on the left thumbstick makes that Xbox Controller Player One. Pushing down on the left thumbstick makes that Xbox Controller Player Two. When an Xbox Controller has been assigned to a player, pressing left or right on the left thumbstick cycles through the available Dossiers for that player. The Dossier determines which Xbox Controller setup is used for that player, as well as that player's name in the game. Pressing the A button locks in your selection of Dossier, and will change the color of your half of the screen. When your selection is locked in, just make a different selection to unlock your choices and adjust your setup.

When both players have their selections locked in, they will be taken to the Session Setup screen. From here, Player One can set the parameters for the game. Once the game is set up properly, Player One selects PROCEED, and both players can configure their teams.

Team Setup runs similarly to single-player Platoon Setup. No specialist characters will be available. Instead, the second column of characters is a female set. You will also notice that each class has many more kits available for them to select. When you have set up your team the way you like it, click on the READY button, and you will be locked in to your selections. Once both players are locked in, the match will start.

## LINK PLAY

Two or more players can play against each other through Link Play, either connecting two Xbox consoles together using an Xbox System Link Cable, or by connecting multiple Xbox video game systems together through an Ethernet Hub using standard Ethernet cables. Further information about hooking together Xbox video game systems for Link Play games can be found in your Xbox Instruction Manual.

To start a Link Play game, select MULTIPLAYER from the Main Menu, and then select LINK PLAY. You will be taken to the Link Play Lobby. From here you can either create a new game by selecting an empty slot with CREATE GAME on it, or you can join an existing game by selecting it. Games are identified by the name of the Dossier selected by the person who created the game.

If you have created a game, you can change the parameters of the game by selecting the EDIT SERVER button. If, at any time, you want to see the full parameters for the game, select the SERVER INFO button. Descriptions of each setting can be found below:

### Server Settings

- **Max Players:** This setting determines the maximum number of players that can join your game. It can be set anywhere from 2 to 16.
- **Threat Indicator:** This setting determines whether or not players will see their threat indicator when playing the game.
- **Time Limit:** The time limit determines the maximum length of a game.
- **Arcade Mode:** With Arcade mode turned on, players will be faster and a little bit tougher. In addition, they will have unlimited ammunition for firearms (however, some items, such as the AT4, will still have limited ammunition).
- **Map Rotation:** Using Map Rotation, you can specify a default order for automatically sequencing maps in between matches.
- **Map Repeats:** Using Map Repeats, you can specify the number of times you will play a particular map before the server automatically rotates to the next one.
- **Kit Restrictions:** Changing the kit restrictions limits the weapons that are available to the players.
- **IFF Mode:** The IFF mode will set different ways that you can tell friendlies from enemies. When it is set to Names, you will see the name of any player who is on your side floating above their head on-screen. When it is set to Reticle, the reticle will change color when it is sitting over a friendly player. When it is set to Off, you will need to rely on uniforms to tell people apart.
- **Voice Chat:** If players have voice peripherals attached to their systems, they can communicate with each other using Voice

Chat. This server setting controls who can and cannot talk during the game. When you are playing a team game, only the people on your side will hear your comments. When playing a solo game, everyone who is also alive will hear you. When you are killed in-game, only the other players who are dead can hear you.

### Game Settings

- **Game:** Use this setting to determine the type of game you wish to play. Each game type is fully described below.
- **Difficulty:** If the game type is set to Co-op, you can select the difficulty for the mission.
- **Random Zones:** If you are playing a team game type, you can turn on Random Zones to randomly pick the start location of each team.
- **Random Teams:** If you are playing a team game type, Random Teams will randomly assign people to a side when the game starts up. When this is turned on, people will not be able to pick which team they are starting on.
- **AI Backup:** If you are playing a team or co-op game type, you can set up each side to be completely filled out with AI soldiers that team leaders can control through the Command Map. If AI Backup is turned on, Respawns cannot be turned on.
- **Respawn Type:** If you want players to start over again when they die, you can turn on Respawns. If the type is set to None, then when a player dies, they are out of the match. When it is set to Individual, everyone will get the specified number of respawns before they are out of the match. If it is set to Team, the entire team shares a pool of respawns. Once the team is out of respawns, anyone killed is removed from the match. If the Respawn Type is set to Infinite, no one will ever run out of respawns. Once you are killed, if you have respawns left, simply press the right trigger to get back into the game.
- **Respawn Number:** If the Respawn Type is set to Team or Individual, you can specify the number of respawns used.
- **Platoon Alliances:** You can have up to four platoons in the game on up to four teams. For co-op games, you can only have one platoon active. On solo games, platoon alliances are

ignored because everyone is on their own side. For team games, you must have at least two different teams active, and each must contain at least one platoon. To change a platoon's alliance, highlight it and press the A button. That platoon will change color. Platoons that are the same color are considered allies, and on the same team. If a platoon color is set to gray, that platoon is considered inactive, and players cannot select it during the team selection.

### Map Selection

Map Selection allows you to pick the map for the next match. The maps available for selection may vary depending on the game type you have selected, as not all maps are suitable for all game types. Map Selection functions just like selecting the level for a quick mission game.

## MULTIPLAYER GAME TYPES

There are several different game types you can play either with or against other players. Below is a description of each game type:

### Cooperative Games

Co-op games involve you working with other players toward a common goal and against the game itself. Co-op game types include:

- **Mission:** Playing a cooperative mission game allows you and up to 5 friends to take on the mission just as it appears in the single-player campaign.
- **Firefight:** You and up to 5 friends take on enemies scattered throughout the level. The number of enemies depends on the difficulty you have set.
- **Recon:** You and up to 5 friends must make it through enemy territory to reach an extraction zone. The mission will end when all surviving team members make it into the extraction zone.
- **Defend:** You and up to 5 friends must defend a base from incoming waves of enemies.

### Team Games

In team games, you join up with other players in a team. Your team then opposes other teams of players in the game, as opposed to AI enemies. The team game types are:

- **Last Man Standing:** The last team with people alive is the winner. If time runs out with multiple teams still on the map, the team with the most kills wins.
- **Search and Rescue:** There are three hostages in the center of the map. They will show up on your Command Map. The first team to bring all three hostages back to their starting base wins. Should time run out before the hostages are escorted safely, the team with more hostages returned than anyone else will win. To start escorting a hostage, simply run up and touch him. He will then follow you.
- **Hamburger Hill:** There is a zone in the center of the map. If your team is the only one to have someone in that zone, you will get one point for every second that this is the case. At the end of the game, the team with the most points wins.
- **Domination:** There are five zones spread around the map. If someone from your team can get into the zone by himself, the zone will change to your team's color. It will remain so until another team captures the zone. For every second that your team owns a zone, you will get a point. When the game ends, the team with the most points wins.
- **Siege:** The smallest team starts in a base that they have to defend. The other teams must get into the base. If an attacking team can get a team member into the base for five seconds, they win. If the defending team can hold the base until either time runs out or all attackers have been eliminated, they win.

### Solo Games

Solo games pit you against all of the other players, with no allies. The solo game types are:

- **Last Man Standing:** The last person alive will win this mission. If time runs out first, the person with the most kills wins.
- **Sharpshooter:** The person with the most kills at the end of the mission wins (whether alive or dead).
- **Hamburger Hill:** This game functions just like the team game, except there is only one person on your team.
- **Cat and Mouse:** All players start as "cats." The first player to get a kill becomes the "mouse," and his kit is reduced to just a pistol. Any time the mouse gets a kill, he gets a point. Any cat

that kills the mouse becomes the mouse, while the former mouse respawns with his original kit. Kills recorded while you are a cat don't count toward your final score, and the player with the most points at the end is the winner.

# XBOX *LIVE*™ PLAY

If you have signed up for an Xbox *Live* account, you can play either with or against other players over the Internet. Full information on connecting your Xbox video game system to a broadband modem can be found in the Connect to Xbox *Live* section of this manual. If you do not yet have an Xbox *Live* account, you can sign up for one if you have a *Live* starter kit and subscription code. Simply select MULTIPLAYER from the Main Menu. Then select PLAY *LIVE*. Select ACCOUNT SELECTION, and then select NEW ACCOUNT. This will allow you to sign up for an Xbox *Live* account. Further information can be found at: http://www.xbox.com/live

If you already have an Xbox *Live* account, simply select PLAY *LIVE* from the MULTIPLAYER selection on the Main Menu. You will then have several options, depending on whether you would like to join an existing game, or start up a new one.

## Quick Match

Use Quick Match if you have no real preferences, and just want to jump into a game. Select QUICK MATCH, and then select the type of game you want to play, either cooperative, solo, or team. You will then be taken immediately into a game session.

## OptiMatch

If you choose OPTIMATCH, you will be able to specify more preferences for the game you want than in Quick Match. The Max # of Players entry allows you to search for only games that allow up to that number of players in them. The Min Active Players will filter out any game that has fewer than that number of players in it. You can also choose whether or not you wish to see any games in which the server has exceeded the recommended maximum number of players by turning on the Optimal Game Size filter. When you have set the parameters, select the SEARCH button, and you will get a list of up to 8 games. Select one, and you will

join that game session. If none of the games looks appealing, press the B button to return to the Search screen, and try changing one or more parameters for your search.

## Create a Match

If you wish to start a game, you can select CREATE A MATCH. However, if you leave a game you have created, every player in the game will be forced out of it, and that whole game will end.

To create a game, you will need to set some parameters for it. First, choose if you wish it to be a cooperative, solo, or team game. You can then set the type of server you wish to run. If you set it to Public, anyone can join the game. If you set it to Private, only people you invite from your Friends list can join the game. Finally, you will need to set the maximum number of players you want in the game. You can change the maximum number of players from within the game later on. Once you have started a game, you can set the server options just like in a Link Play game.

# *LIVE* LEADERBOARDS

From the Main Menu, you can access the statistics leaderboard if your Xbox video game system is properly configured for the *Live* service, and you are signed in to *Live*. Simply select MULTIPLAYER, and then select *LIVE* STATS.

Statistics are broken down according to the class played. Each class leaderboard can then be filtered to show your standing in the leaderboard (filter labeled "Player"), the top scores for the leaderboard (filter labeled "Top Scores"), and the scores for all the players on your Friends list (filter labeled "Friends"). Every time you play a *Live* game, your statistics are updated. The leaderboard statistics are reset on a regular schedule, and everyone gets a fresh start as a result. If you are playing in a game when the leaderboards get reset, your scores will not be sent to the leaderboards until you sign out of *Live*, and then back into *Live*.

Players are ranked by score. Your score is based on a combination of wins, kills, and career hit percentage. If you take over for another soldier mid-game, your score for that game will reflect only the kills earned by a human playing that soldier, the total hit % for that soldier and that soldier's class. It will not include statistics from any other soldier that you played during that game.

Pressing the A button will allow you to pick a new class leaderboard to view. Every time you select a new class leaderboard, new data will be downloaded for that leaderboard. Pressing the Y button will cycle between the various filters. Pressing the B button will return you to the Main Menu.

# FAQ

**Question:** Why am I unable to connect more than one person per Xbox with System Link and split-screen?

**Answer:** Unfortunately, Ghost Recon: Island Thunder does not support split-screen on Link Play. For Link Play, each player needs their own console and TV. You can only use split-screen mode when not in Link Play. In multiplayer mode, split-screen allows for two players only. The System Link allows for only one player per Xbox and TV, up to a maximum of 16 players (with Xbox and TV).

**Q:** I cannot find any games online with my Xbox *Live*. What is wrong?

**A:** When searching for multiplayer games on Xbox *Live*, you must search through the OptiMatch option. If the search comes back without any results, you may want to continue trying a few times until a list of available games comes up. If the game search continues to come up without results, try narrowing down your game search criteria. For example, try selecting certain game types (Co-op, Team, Solo) or Max Players as search options to narrow down the search.

Also, if you are on a cable modem or DSL link that you share with other users, you may be running into bandwidth issues. If there are too many other users sharing the connection when you are attempting to play, the Quality Assurance check that runs when looking for servers may not find any acceptable servers due to bandwidth congestion.

It is possible to check your connection to the Internet through the Xbox *Live* dashboard.

1. Start the Xbox console with the DVD-ROM drive open (no game loaded).
2. Select XBOX *LIVE*.

3. The system should then check several aspects of your Internet connection.

4. Once it is finished, press DONE (A) to view the report.

The report will show the upstream and downstream bandwidth, as well as latency and packet loss to the Xbox *Live* servers. If your bandwidth is low, or your latency/packet loss is high, you may have connection problems with this or other games.

**Q:** I am having problems with the game freezing when I try to join/host a multiplayer game on Xbox *Live*. What is the problem?

**A:** Some users have experienced crashes when joining or serving games running over the recommended bandwidth. Chances are most crashes reported will be occurring when playing games in sessions exceeding recommended settings. Someone on a 128 Kbps upstream cable modem will not be able to host 16 players without considerable problems. Please take your connection's upload and download speeds into consideration when attempting to host a multiplayer game.

**Q:** I have my Xbox connected through a router/firewall and cannot get it to connect to the Internet. What ports does Ghost Recon: Island Thunder require to access the Internet?

**A:** The Xbox has a way of testing the Xbox *Live* connection through the shell settings of the Xbox. If you start the console without a game, you can access the Xbox *Live* settings screen. Through the Xbox *Live* settings, you can run a series of tests on your Internet connection. If any of the testing steps fail, information will be given on how to correct the problem. For any and all help with Internet ports or router/firewall configuration with Xbox *Live*, you will need to contact Microsoft's Xbox technical support department at 1-800-4MY-XBOX.

**Q:** I am experiencing a lot of lag when I try to play Ghost Recon through Xbox *Live*. I have cable/DSL, so what is the problem?

**A:** Ghost Recon: Island Thunder is a client/server architecture, which means that the limiting factor on the number of players is the upstream bandwidth of the server.

When you create a game, Ghost Recon: Island Thunder does a check of the available upstream bandwidth. This is a snapshot, because bandwidth can change over time. Based on that, it sets a recommended maximum number of players. That recommended maximum is set such that the game should never exceed the total available bandwidth for the server, even in the worst-case scenario of everyone in line of sight of each other, with someone talking, and everyone firing weapons.

You may choose to go above this recommended maximum; however, the higher you go, the more likely server traffic is to exceed upstream bandwidth. If that happens, you will see lag (there is simply too much data to fit in the pipe). If you go too far, you will end up with an unplayable game, and disconnections.

If the server has a large enough upstream connection, then it can host a 16-player game, and anyone on Xbox *Live* should be able to play, because the client bandwidth requirements are modest.

*Q:* How can I kick someone from my server?

*A:* Only the server host has the ability to kick off players. After the game is up, press the START button and go to ONLINE OPTIONS. Select PLAYERS, and you should be given a list of the players currently connected to the server. From here, you should be able to select the player in question and be given the option to eject the player from the server.

*Q:* Why am I unable to fully configure the second player's Xbox Controller in split-screen?

*A:* When playing in split-screen mode, the two Xbox Controllers cannot have different view inversions. For example, if the first Xbox Controller has Invert Look enabled, the second Xbox Controller has to use the inverted view as well. The second player will have to use the view control scheme that the first player selects.

*Q:* Nobody can hear what I'm saying when I use my Xbox *Live* headset. What is going on?

*A:* This can be due to a couple of things.

The host of the server has many different settings and options available. There is an option to not allow players to speak when they are out of action. The server has the ability to make it so that there is no chatting at all.

You should also be aware that only one person can talk at a time. Make sure to hold down the White button the entire time you are trying to talk, or other players will not be able to hear you.

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